

ABSTRACT

An action figure game piece is disclosed. The game piece comprises a game figure character adapted for movement a distance over a surface and a mechanism for indicating the distance of movement over the surface. A method of playing an action figure game on the surface is also disclosed. The method comprises providing for each player a plurality of the game pieces, each game piece having an indicium indicating a point value, a mechanism for indicating a distance the game piece has moved over the surface, and a mechanism for attacking an opponent player's game pieces. The method also comprises selecting for each player a group of the game pieces having point values summing to a predetermined value and selecting a number of actions each player can take per player's turn. An action comprises either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's attacking mechanism. Players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.